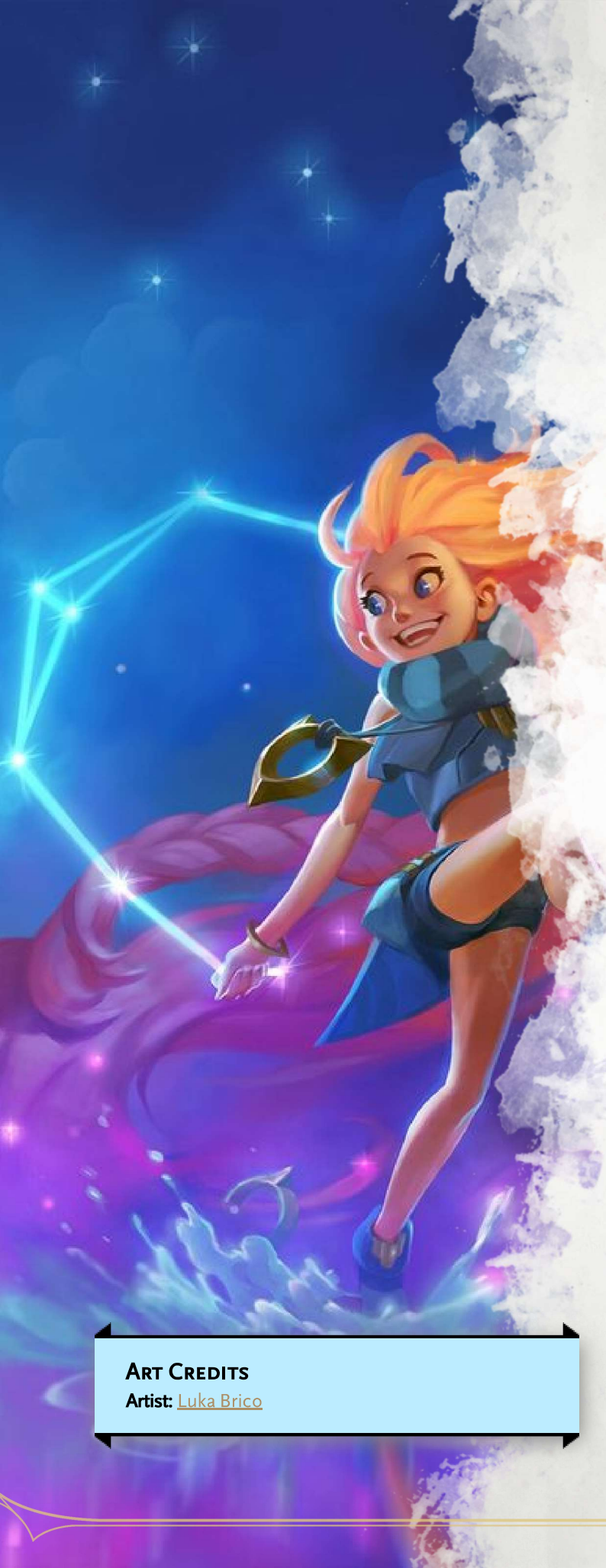




STARBORN

Starborn are creatures formed of cosmic space matter that have fallen to the surface of a planet and been brought to life by the magical energies that permeate the planet's surface. As a being made of cosmic stardust, Your Starborn character has various unique traits.

Ability Score Increase. Your Constitution score increases by 2.

Age. Starborn do not age, though they commonly choose to appear an age that suits their current level of maturity.

Alignment. Starborn learn from the people they surround themselves with and can be any alignment.

Size. Starborn are normally Medium in size.

Speed Your base walking speed is 30 feet.

Darkvision. Accustomed to the dark vacuum of space, you can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Alien Constitution. You have advantage on saving throws against disease.

Moonlit Glow. Your eyes and hair give off an eerie glow in moonlight. You have disadvantage on all Stealth checks done under an open night sky.

Subrace. There are two distinct types of Starborn. Choose either *Ember Core* or *Crystal Core* as your subrace.

EMBER CORE

Ember Cores' insides burn hot with an untemperable passion. They often make brash decisions going off their first impulse and get easily overwhelmed with the world.

Ability Score Increase. Your Strength score increases by 1.

Otherworldly Strength. You count as one size larger when determining your carrying capacity and the weight you can push, drag or lift. Additionally, your unarmed strike uses a d4 for damage.

Star's Fury. You feel the burning ember of a star deep inside you. Once per short rest, as an action, you can radiate the energy of a dying star outward from your core.

Each creature in a 5 ft. radius must make a Dexterity saving throw. The DC for this save equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 fire damage on a failed save, and half as much on a successful one. This damage increases to 4d6 at 5th level, 6d6 at 11th level, and 8d6 at 17th level.

CRYSTAL CORE

Crystal Cores' insides have cooled. They are calm and even-tempered. They quickly analyze situations for optimal solutions and gather information easily.

Ability Score Increase. Your Intelligence score increases by 1.

Unshakeable. You have advantage on saving throws against being charmed or frightened.

Starstep. As a bonus action, you can teleport up to 30 feet to an unoccupied space that you can see. Once you use this feature, you can't use it again until you finish a long rest.

Summoned Stars. You know the *dancing lights* cantrip.

ART CREDITS

Artist: [Luka Brico](#)



THIS DOCUMENT WAS LOVINGLY CREATED
USING [GM BINDER](#).

If you would like to support the GM Binder developers,
consider joining our [Patreon](#) community.